SNS-SN-USA

SUPER BUSTER BROS.™

INSTRUCTION BOOKLET

CAPCOM®

SUPER NINTENDO ENTERTAINMENT SYSTEM®

A special message from CAPCOM

Thank you for selecting Super Buster Brothers,™ the latest addition to Capcom's library. Capcom continues the tradition of action packed family oriented games for the Super Nintendo Entertainment System.

Super Buster Brothers features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.

Sincerely,

Joseph Morici

Joe Morici
Senior Vice President

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Nintendo®

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MADE IN JAPAN

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IT'S RAINING BUBBLES!

The world has come under attack and it is up to you as a Super Buster Brother to ensure that the world is cleared of all bouncing bubbles. But be careful! If a bubble touches you, you're history!

Whether you play in the Panic Mode or the Tour Mode, the challenges will keep you on your toes! In the Panic Mode, bubbles rain down for 99 levels of excitement. In the Tour Mode, you will travel the world in search of new and challenging bubble battles within different structural constraints. So load up your harpoon gun and get started!

GETTING STARTED

1. Insert your Super Buster Brothers Game Pak into your Super Nintendo Entertainment System and turn the power on.

2. When the title screen appears, move the cursor next to either Game Start or Options and press the START Button. (For an explanation of the Options Mode, see Using the Options Mode on page 6 of this manual.)

3. At any time, you can press the RESET button on the console to start the game over from the beginning.

4. To end the game at any time, simply turn off the power on your Super Nintendo Entertainment System.

THE OPTION SCREEN

The Option Screen allows you to sample the different types of music and sound effects that are available in Super Buster Bros. You can get to the Options Screen from the Title Screen before you begin play.

At the Title Screen, you'll see two options, GAME START and OPTIONS. Press down on the control pad to move the cursor to OPTIONS and press the START Button. The Options Screen will appear.

To Change The Music: Move the cursor down to the line marked B.G.M., which stands for BackGround Music. Press LEFT or RIGHT on the Control Pad to cycle through the settings. Press button A, B, X, or Y to hear the music sample.

To Change The Sound Effects: Move the cursor down to the line marked S.E., which stands for Sound Effects. Press LEFT or RIGHT on the Control Pad to cycle through the settings. Press button A, B, X, or Y to hear the sound effect sample.

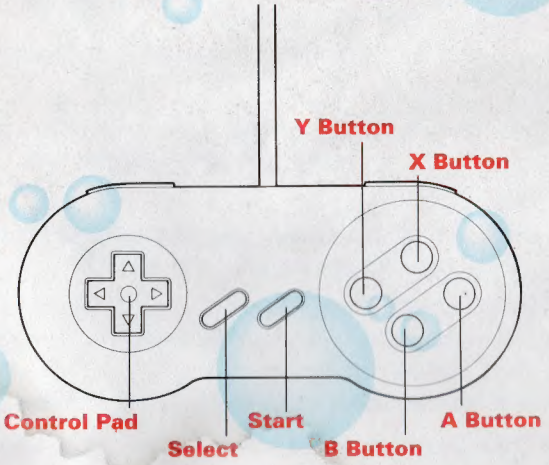
To Change To Stereo Or Mono Sound: Move the cursor down to the line marked Sound Mode. Press LEFT or RIGHT on the Control Pad to toggle between Stereo and Mono.

When finished with the Options Screen hit Exit to Return to the Title Screen.

MOVES AND WEAPONS

To Do This:	**Press This:**
Run to the Left or the Right	Control Pad Left or Right
Climb Up or Down a Ladder	Control Pad Up or Down
Jump off a Ladder	Control Pad Left or Right
Shoot Your Weapon	Press the A, B, X, or Y Button
Pause & Unpause the Game	Press the Start Button

The L, R, and Select Buttons have no use in this Game.



THE TOUR MODE

In this mode, you must pop all the bubbles before the clock runs out. When you shoot some of the bubbles or highlighted platforms, they will drop a helpful item. In this mode, creatures may also appear to help you clear each stage.

Some of the helpful items that you will be able to use are:

Weapons:

Single Harpoon Gun: You will start out with this weapon. The gun will only be able to shoot one harpoon at a time.

To get the following weapons and tools, you must pick up these items as they appear. A new weapon will replace the old one.

Double Harpoon Gun: Doubles your ability to shoot bubbles with two harpoons at any one time.

Grappling Hook: Allows you to hook your harpoon to the ceiling or the bottom of any platform. This is only a single shot weapon. The hook will disappear only after it glows or a bubble hits it. It works very well for low bouncing bubbles.

Machine Gun: Shoots rapid-fire bullets but can not destroy platforms. This weapon can clear the screen faster than any other weapon.

Tools:

Shield: Protects you from getting hit by a bubble. It's only good for one hit.

Hour Glass: Slows the bubbles down for a short period of time.

Clock: Freezes the bubbles for a certain amount of time. You may touch the bubbles without being destroyed during this period.

Dynamite: Pops all bubbles to their smallest size.

Shoes: These special shoes will keep you from sliding on the ice as you battle bubbles in colder stages.

Food: Collect these for extra points. 10 Food items will also give you an extra Continue.

Friends:

Flying Fish: They will pop bubbles that are next to them.

Dragons: They will eat small bubbles.

Glowing Buster Brother: A Free Man

The CAPCOM Running Horse: A surprise.

THE PANIC MODE

Your goal in this mode is to finish 99 levels of non-stop popping action! As you destroy the bubbles, a "Pop Meter" at the bottom of the screen will track your progress. When you fill up the "Pop Meter," you will move to the next level. But be careful! As you advance to higher levels, the bubbles will get larger and faster!

Some of the helpful items that you will be able to use are:

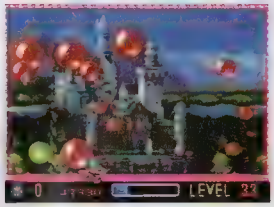
Glowing Bubbles: Freeze the bubbles for a few seconds.

Green Clock: Freezes the bubbles for a certain amount of time.

Orange Star: Pops all of the bubbles on the screen.

HELPFUL HINTS

- Keep in mind that in the Tour Mode, exploding dragons can destroy bubbles.
- When you shoot at a certain area of the screen, a helpful item may appear.
- In the Panic Mode, it is safer to play near the walls rather than in the center of the screen.
- In both modes, freeze the bubbles close to the ground for quick destruction.
- Remember, when you pop a large bubble it will multiply into two smaller ones. Try to avoid popping too many large bubbles at once.
- In the Panic Mode, pressing down on the Control Pad will give you 50 points plus advance a bubble into the screen.



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CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Capcom Consumer Service Department of the problem requiringwarranty service by calling (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.

3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $15.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $15.00 payment refunded.

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